

All-New Format!

KING'S QUEST® 3

To Heir is Human

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED

THE PERFECT GAME ACCESSORY



KING'S QUEST®3

To Heir is Human

HINT BOOK



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Introduction

I welcome you to **King's Quest III: To Heir is Human!**

King's Quest III is the continuing saga of the King Graham family who reside in the Kingdom of Daventry, but it is not necessary to have solved *King's Quest I* or *King's Quest II* to be able to play or enjoy **King's Quest III**. This game is a bit more challenging than its two predecessors, so sharpen your adventurer's skills and journey along with Gwydion as he develops his resourcefulness, discovers his true self, and eventually becomes a real hero!

It is impossible to finish this game without the use of magic, so carefully study the magic spell formulas at the back of the **King's Quest III** booklet. Note the ingredients to gather and study the procedures for preparing the magic spells. *Make sure* you have all the ingredients and implements you need before endeavoring to do this.

To play an adventure game is to enter a world of fantasy where you are the main character. You will be Gwydion. You will guide him. You will think for him. Unfortunately if you are not careful, you will die with him. As Gwydion, throughout your quest, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

How to use a hint book

When you get stumped, look through the hint book for the question that is closest to your problem. Read the first box by placing the red window card over the page. Hints progress from mildly helpful to "ok-here's-the-answer." It's best to read each answer in sequence, unless a hint instructs you otherwise. It is possible to complete the game without getting a maximum score; meaning that there are some things you didn't see or do. At the end of the book are alternatives you might try.

How NOT to use a hint book

I have *not* created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding a white unicorn, don't necessarily assume that a white unicorn even exists in this game!

If you've finished King's Quest III

If you've "won" the game and your score was not the maximum (210), I'm sure that we can entice you to play again to better your score. If you did not receive the maximum score, there are things you did not do or see. Start the game over from the beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things differently than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do *not* read this section unless you feel you've tried everything and cannot seem to obtain the maximum score of 210. This section will tell you which items you might not have gotten, things you might not have done, or alternate ways of doing things. Again, do *not* treat this section lightly. To see it too soon could ruin the game for you.

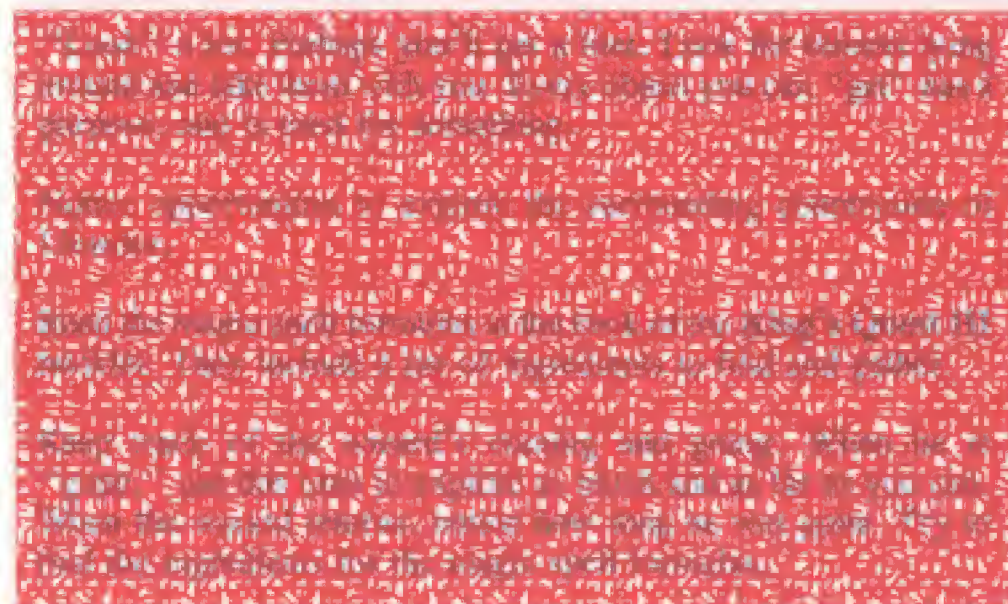
If you have enjoyed this game, I'm sure that you will like our other animated adventure games: *King's Quest III's* predecessors-the original *King's Quest* and *King's Quest II*, *The Black Cauldron*, *Space Quest* and coming soon, *Police Quest*.

Good luck on your adventure, and I sincerely hope you enjoy *King's Quest III*.

Roberta Williams

General Questions

All I do is wander around! There must be more to an adventure game than this?!



This game is too fast! This game is too slow!



How do I "see" the items I'm carrying?



"Look" a lot. Perhaps you'll get a hint. Look for objects lying around and take them with you. Every object you can "get" has a purpose, and is used for something.

Notice opportunities to explore the surrounding countryside of Llewddor.

Read the magic spell formulas at the back of the **King's Quest III** booklet. They include a list of ingredients to find and gather.

Keep track of the wizard's coming and going. When he is "gone," use this time to explore as much and as far as you can. When the wizard returns, notice how long he was gone. Try to find the ingredients for the magic spell formulas.

On some computers, you can type "slow," "normal," or "fast" to change speeds. (See the reference card for your computer.) Scenes with lots of animation may run at "normal" speed even in "fast" mode.

Just type "look" and the name of the item.

How do I "drop" items?

Click down on a point on the map where you want to drop it. The items will be dropped and you can pick them up again.

Am I the only one who keeps failing in my quest? I'm tired of starting all over again from the beginning of the game. What am I doing wrong?

Remember that when you start a new game, you start with a small amount of money. As you play, you will earn more money. You can use this money to buy more powerful weapons and armor. You can also use it to buy more powerful spells. You can also use it to buy more powerful items.

You can also use the money to buy more powerful items. You can also use the money to buy more powerful items.

You can also use the money to buy more powerful items. You can also use the money to buy more powerful items.

Where does your character put all that stuff he's carrying?

The game will store all the stuff you carry in a special place.

The Wizard's House

Characters you may encounter here:

1. The wizard Manannan

He is the wizard who lives in the Wizard's House. He is a powerful wizard and he can help you with your quest. He can also give you advice and help you with your quest.

2. The black cat

He is a black cat who lives in the Wizard's House. He is a powerful cat and he can help you with your quest. He can also give you advice and help you with your quest.

3. The chickens

They are the chickens who live in the Wizard's House. They are powerful chickens and they can help you with your quest. They can also give you advice and help you with your quest.

I found a pair of magic shoes! How do I use them?

Click on the shoes and they will be used. They will help you with your quest.

Who are you talking to? I don't see him. How do I find him?

Click on the shoes and they will be used. They will help you with your quest.

You don't. You're going to need everything you find. However, in "using" some items, you can thus consume or consolidate them.

Nothing. Everyone "fails" a lot in adventure games. That's one reason it's so satisfying to finally solve one. Your problem is: you aren't "saving" your game as you progress. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

Look at your reference card for instructions on how to "save" a game on your particular computer.

Once you know how to "save" a game, save it *a lot*! Especially right before you think something might happen to you, or you want to try something risky. The more "saved games" you have (especially recent ones), the less you have to backtrack.

The same place Superman puts his street clothes when he flies!

He controls your character. He doesn't let you explore at will or carry items that bother him (the "starred" items). Sometimes, he gives you chores to do, may punish you, or even *kill* you! You must do away with him to be able to solve the game.

This is Manannan's pet cat. You may encounter him almost anywhere in the house. Normally, he's no bother. He *can* be fatal on certain stairs. If he gets in your way, just "kick" him. You can catch him if you want to.

The chickens just strut around in their coop. You cannot take them out of it. You can catch them if you want to. If you have the magic dough in your ears you can "hear" them "talk" to each other. They may reveal interesting information to you.

This is an example of a fake question. I put it here to see if you'd fall for it. And...you did!

Why are you reading this? I *told* you that this was a phony question!

In fact, there isn't even a pair of magic shoes in this game.

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

The wizard keeps killing me! What am I doing wrong?!

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

The wizard keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

The wizard takes my possessions and kills me! Can I hide them someplace?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

He keeps punishing me! How can I please him?

Are you *sure* that you're not confusing this game with *The Wizard of Oz*?

This just shows that even lots of answers don't validate a fake question.

You *must* promise to not go around reading all the answers like this! Even a long answer like this one could well be a phony. Even a seemingly logical question could be wrong. From now on, you'll be better, won't you? Good!

You're obviously making him mad. Don't do that anymore.

But, if you don't know why you're making him mad, note what he says when he kills you. He's usually pretty specific about what he doesn't like.

You may be carrying items that bother him (the "started" items), or you may have been poking around in places you shouldn't, or you may have gotten too many punishments (6), or you may have been caught in a place he doesn't want you to be.

That's almost impossible, if you ask me. But, answer this: what did he say when he punished you? He usually tells you what you did wrong.

The wizard will punish you if you don't do a chore. (within three minutes), that he has asked you to do.

The wizard will punish you if he catches you wandering around Llewddor.

(He will only punish you, in this case, if you are not carrying "started" items. If you are, then he will kill you.)

Did you notice that sometimes the wizard leaves? Either he goes on a journey, or he goes to bed.

When the wizard announces to you that he is going on a journey, or he is going to bed, use this time to thoroughly explore the house or countryside and gather useful items. Make sure you return before he does!

Yes, you can.

Oh, you want to know where? Well, when you were a kid, where did *you* hide things?

Think of a room that the wizard never enters. Hide your possessions under something.

Hide your possessions under the bed in Gwydion's room.

I'm tired of the wizard giving me chores!

The wizard says I have to do a lot of things.

Sometimes the wizard journeys, or sleeps. How do I know when he'll leave? How do I know when he'll be back?

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

The wizard has eaten all the food and he's hungry again! Can I find some food?

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

Can I ever get away from the wizard for good?!

The wizard says,

When the wizard comes,

When the wizard comes, he always says, "What have you done?"

How can I get rid of the wizard? There *must* be a way!

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

Can I do anything with the black cat?

When the wizard comes, he always says, "What have you done?"

When the wizard comes, he always says, "What have you done?"

The best way to avoid chores is to avoid the wizard.

After you've been playing this game awhile, you'll notice patterns in the wizard's comings and goings.

There is a running clock at the top of your screen. Use it to time the wizard's comings and goings.

When the wizard announces he's leaving, note the time on the clock at the top of your screen. When he returns, note the time. How long was he "gone?" When he announces again that he is leaving, look at the time. How long was he "home?"

The wizard is "home" for 5 minutes (a bit longer if you had a chore to do). He will be "gone" for 25 minutes, giving you plenty of time to explore. Keep track of the time on your running clock.

There is one place, other than the wizard's kitchen, that you can find more food. But not much more!

You can find some food in the Three Bears' house.

You can obtain a bowl of porridge in the Three Bears' house. The wizard will eat it. After that, there is *no more*!

Yes, there is a way.

You need to use magic.

Look at the magic spells. Do you see one that could work? Try it.

Yes, there is a way. (Look at the prior question.)

Using magic, you need to turn the wizard into a cat.

You need to get the wizard to eat the "cat cookie." That will turn him into a cat.

But first, you need to hide the "cat cookie" in something that the wizard will eat.

Crumble the "cat cookie" in the bowl of porridge. The wizard will not notice it and will eat the porridge. He will turn into a cat, forever!

The black cat has something that you can use.

If you can "catch" the cat, you can get some fur. You could use it in a magic spell.

Мне мешает чёрная кошка. Могу ли я его переместить?

The black cat gets in my way. Can I move him?

Куры действительно кому-то нужны?

Are the chickens of any use?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

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I suspect there's a hidden room in this house. Am I right?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

There is a cabinet in the wizard's study, but it's locked! Is there a key somewhere?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

Can I ride the magic broom?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

В кабинете волшебника есть шкаф, но он закрыт. Где-то есть ключ?

Move close to the cat and try to "catch" him. You may have to try several times before you succeed. Get some fur for use in a magic spell.

Try "kicking" him...seriously! Don't worry; he's not a nice cat.

Yes, the chickens have a couple of uses.

The chickens have something that you can use.

If you can "catch" a chicken, you can pluck a feather. You could use it in a magic spell.

Move close to a chicken and try to "catch" her. You may have to try several times before you succeed. Pluck a feather for use in a magic spell.

You can "catch" a chicken and pluck a feather for use in a magic spell. You can also "hear" the chickens "talk" to each other and reveal interesting information when you have the magic dough in your ears.

Right you are!

I bet you'd like to know where it is, wouldn't you. Well, you begin by going into the wizard's study...

In the wizard's study, notice the books? "Look" at the books. You will discover something.

If you "look" at the books in the wizard's study, you will discover a metal lever behind one of them. Move the book, pull on the lever and see what happens!

Obviously, a key exists.

The key can be found in the wizard's bedroom.

The key is on top of the closet in the wizard's bedroom.

Ha! I gotcha again! You just fell for another fake hint!

There is a broom in this game, but it isn't magic.

The broom in this game has a much more domestic purpose than magical transportation.

I understand that there is a magic map in the wizard's house, but I can't find it!

One day, you'll be able to find it. But for now, you can't. The wizard's house is full of magic, but you can't find it. The wizard's house is full of magic, but you can't find it. The wizard's house is full of magic, but you can't find it.

I found the magic map! Problem is, it's full of empty squares. What do I do with it?

One day, you'll be able to find it. But for now, you can't. The wizard's house is full of magic, but you can't find it. The wizard's house is full of magic, but you can't find it. The wizard's house is full of magic, but you can't find it.

I know that I can perform magic, but am confused as to how to begin.

One day, you'll be able to find it. But for now, you can't. The wizard's house is full of magic, but you can't find it. The wizard's house is full of magic, but you can't find it. The wizard's house is full of magic, but you can't find it.

I found a magic spell book! How can I use it?

One day, you'll be able to find it. But for now, you can't. The wizard's house is full of magic, but you can't find it. The wizard's house is full of magic, but you can't find it. The wizard's house is full of magic, but you can't find it.

Well, you didn't expect it to be right out in the *open*, did you?

The magic map can be found in the wizard's bedroom.

The magic map is *in* the closet, in the wizard's bedroom.

The magic map is *behind* the clothes, in the closet, in the wizard's bedroom.

There is nothing you can do with it right now. Travel with it for awhile.

The magic map does not reveal rooms in the wizard's house. You need to travel elsewhere for it to start working. It will show places that you have already been *to*, *not* places that you have yet to discover.

Once the magic map begins to reveal places you've been to (not the wizard's house), you can use it to instantly transport yourself to those areas. The map serves a dual purpose: it can keep track of game mapping for you, and it also transports you around. NOTE: the magic map *only* reveals the game region you're currently in.

Begin by studying the magic spells at the back of your **King's Quest III** booklet. Note the ingredients and implements you need to gather. Study the directions for preparing the spell. During your explorations, try to determine where best a spell could be used.

Make sure, before you begin preparing a magic spell formula, that you have *all* the ingredients and implements you need for that particular spell. It means death if you make a single mistake.

Study the magic spells carefully. Gather *all* the ingredients and implements that you need. The magic spells can only be done in a particular place; the wizard's laboratory. Be *very* cautious when actually "preparing" the spells. A single mistake can mean death!

The magic spells at the back of your **King's Quest III** booklet are the only spells you can decipher from this old magic spell book. Notice the roman numerals at the bottom of the pages...

The old magic spell book is numbered with roman numerals. You will notice that the magic spells at the back of your **King's Quest III** booklet are also numbered with roman numerals. To begin preparing a magic spell: "turn to page II," for example. Now, you will be able to begin preparing that particular spell.

I can't seem to prepare the magic spells without dying! What am I doing wrong?!

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Thank you for the question on www.dailymed.com. We will be adding the package insert to the website.

Figure 10 shows the results of the regression model and the results of the analysis of the model's fit. The model explains 40% of the variance of the dependent variable, and the results of the regression analysis are shown in Table 10.

I keep falling off the path leading up (or down) the wizard's mountain!

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

For a discussion of how much of the 1990s boom was due to the "new" and how much to the "old," see the panel discussion below.

The Countryside of Llewddor

Characters you may encounter here:

1. Medusa

However, you may wish to consider for how long you will be using the software. If you are looking for a long-term solution, you may want to consider the total cost of ownership.

2. Bandits

The results appear to confirm the wisdom of David and Abigail. You will be spared all the usual consequences of a popular or unpopular cause, and your actions will be remembered for the benefit of the world.

3. Oracle

[illegible]

4. The Three Bears

The Three Bears live in the woods. Sometimes they go to the market and buy new shoes and clothes and find some new friends. In the end, though, Papa Bear always finds out he's been tricked.

5. Friendly storekeeper

For the first time, the 100,000+ people who have been affected by the crisis have been able to get the help they need.

6. Pretty barmaid

1. The first step is to identify the problem. In this case, the problem is that the company is not meeting its sales targets.

7. Mariners

1. *What is the main purpose of the study?*
2. *What are the research objectives?*
3. *What is the research methodology?*
4. *What are the results of the study?*
5. *What are the conclusions of the study?*

Before beginning to prepare any magic spells, make sure that you have all the ingredients and implements you need.

Make sure that you perform the directions to the magic spells in the *correct* order.

Type the directions to the magic spells in the *correct* order and *precisely* as you see them in the **King's Quest III** booklet. Make sure that you have *all* the ingredients and implements that you require. Check for spelling errors before pressing ENTER.

Be more careful! Go slower.

Put yourself in "slow mode" when traversing this path. Just type "slow," and you will automatically slow down.

Hideous old hag with live snakes for hair. She's so repulsive that you turn instantly to stone if you look her direction. She lives in the desert.

The bandits appear randomly in the woods. If you're not careful, you will be robbed of all your possessions. It *is* possible to find your stolen possessions, however. Sometimes you can see the bandits in the tavern of the town.

The oracle resides in the spider web covered cave. But first, obviously, you need to find a way *into* the cave. The oracle will tell you some interesting information and give you a useful item.

The Three Bears live in the woods. Sometimes they won't be home and you can enter their house and find some useful items. Be careful, though; Papa and Mama Bear can be surly when crossed!

You'll encounter him, obviously, in the town's store. If you have money, you can buy useful items from him.

You can meet the barmaid in the tavern of the town. If you have money, you can buy drinks from her.

Eventually a ship comes to the seaside town. You can meet the seamen in the tavern. If you have money, you can hitch a ride across the ocean on their ship. Better hurry, though. They won't wait forever!

8. Big spider

• The system is designed to be used in a variety of ways. It can be used as a stand-alone system, or it can be integrated with other systems. It can be used to create a new system, or it can be used to update an existing system. It can be used to create a new system, or it can be used to update an existing system.

9. An eagle

Downloaded from <http://ajphaphysoc.org/> at University of California, San Diego on November 10, 2014

10. Various creatures

The authors have no financial or personal relationships with other people or organizations that could inappropriately influence or bias the content of the manuscript.

I saw Medusa in the desert! She turned me to stone! How can I deal with her?

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A couple of bandits stole my possessions! Can I ever get them back?

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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Figure 1. The relationship between the number of children and the number of children who are not in school.

The authors thank the reviewers for their comments and suggestions.

to 100% and 100% of the total number of cases, respectively, and the number of cases in the study is 100. In the last column, the number of cases in the study is 100.

How can I avoid the bandits?

24. <http://www.fishbase.org> (accessed 25 May 2006).
25. <http://www.fishbase.org> (accessed 25 May 2006).

1. *Journal of the American Medical Association*, 1997; 277: 1001-1005.

I entered the tavern and saw the bandits. Am I supposed to do anything with them?

11/01/2017 11:00 AM

13. The *Journal of the American Medical Association* has published a study that suggests that the use of a low-dose aspirin may reduce the risk of heart disease in healthy people.

A big spider guards the entrance to the oracle's cave. You need to get rid of the spider to be able to enter the cave. If you're not careful, you will become the spider's dinner!

Sometimes you may notice an eagle flying across the sky. It may drop something that you need. Watch carefully.

Throughout Llewddor, you may notice pairs of creatures. They consist of lizards, birds, squirrels and fish. If you have the magic dough in your ears, you will be able to "hear" them "talk" to each other. They may reveal interesting information to you.

You need to turn *her* to stone!

Somehow, she needs to *see* herself.

You can use a mirror. If she sees herself, she will turn to stone.

You can find a mirror in the wizard's bedroom. If you "show" it to Medusa, she will turn to stone. Don't look at her, though.

Yes, you can.

Somewhere, your possessions are hidden. Look for any unusual places where they could be.

The bandits have a hideout. It's up a tree.

The bandits' hideout is located in the oak tree with the fallen acorns.

Reach into the hole at the base of the oak tree, and you will pull on a rope that is hidden inside. A rope ladder will come down. Climb it to the bandits' hideout.

The best way to avoid the bandits is to stay at the edge of the screen for a quick getaway until you're sure they won't appear.

Later in the game, you can also use your magic stone to avoid them.

There's not much that you can do with them in the tavern.

Wellll, wait. If you turn yourself into a fly and then fly into the tavern, you can overhear them reveal the location of their hideout.

I found the bandits' hideout! Unfortunately, a bandit pushed me off the porch to my death!

Keywords: *workplace spirituality, organizational commitment, organizational citizenship behaviors, organizational trust, organizational identification, organizational justice, organizational support, organizational identification, organizational trust, organizational justice, organizational support*

Introduction

It was a lovely day, and the patch had turned white with the first snow. The birds were in the trees, but the ground was empty.

Do I have anything to fear from the Three Bears? Can they help me?

在 2000 年 12 月 1 日以前, 中国居民个人取得的股票转让收入暂免征收个人所得税。自 2001 年 1 月 1 日起, 中国居民个人取得的股票转让收入应征收个人所得税。中国居民个人取得的股票转让收入, 是指个人将买入的上市公司股票卖出取得的收入。中国居民个人取得的股票转让收入, 按照“财产转让所得”项目征收个人所得税。中国居民个人取得的股票转让收入, 按照“财产转让所得”项目征收个人所得税。中国居民个人取得的股票转让收入, 按照“财产转让所得”项目征收个人所得税。

1. 本報刊登之廣告，其內容如有違反法律、公序良俗、或有其他不當情事者，本報得隨時停止刊登，並得向有關主管機關檢舉，此項廣告費不予退還。

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I want to buy something at the store, but I need money! Help!

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

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 It was once a very happy day in the town of...

How do I know what to buy in the store?

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I don't think anybody in the whole world can tell how much more I love you.

I entered the tavern and saw sailors sitting there. Can they help me?

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Tips to the Students

It was "talk" in the streets, that's all. The agency, in return, has decided not to reveal who they really are.

The sailors in the tavern want money. I don't have any! What do I do?

THE UNIVERSITY OF CHICAGO

Don't give up. Keep trying.

Sometimes the bandit sleeps.

If you're lucky, you can catch the bandit asleep in the hideout.
Better hurry, though. He might wake up!

The answer to this is "yes" and "no." "Yes," you should be wary of the Three Bears, but "no," they won't seriously harm you. And, "yes," they can help you, but "no," they don't do it willingly.

It's best to avoid the Three Bears. Wait until they are not home.
Enter their house. You can find useful items there.

When the Three Bears are not home, enter their house. You can obtain a bowl of porridge and a silver thimble.

The bandits possess money.

You need to find the bandits' hideout.

You will find a coin purse with gold coins in the bandits' hideout.

If you spent all your money in the tavern, then tough luck!

Don't ask the storekeeper. He's no help.

"Look" at the shelves in the store. That will tell you what you can buy.

I'd be careful of them swabbies if I was you! Aye, they can help ya, bucko.

You need to travel across the ocean. They can help you there.

"Talk" to the sailors.

If you "talk" to the sailors, they'll ask for money in return for passage on their ship. Give them money.

The bandits possess money.

You need to find the magical grail.
You will find a treasure in the magical forest.
It can turn you into a dragon. You can fly!

I see the ship, but I can't board it! An old sailor stops me.

Can he help me if I were you?
I can't help you, but I can tell you
how to get into the dragon's cave. It's a long way. You can fly.

How can I enter the cave with the spider web? A big spider wants to eat me!

You need to find the grail.
One of the dragons can help you.
You need to find the grail.
It can turn you into a dragon. You can fly!

I know I'm supposed to find an eagle tail feather, but where?
How?

You need to find the grail. It can turn you into a dragon.

You need to find the grail. It can turn you into a dragon.

You need to find the grail. It can turn you into a dragon.

As I walk the countryside of Llewddor I notice little animals. Can I talk to them? Can I catch them?

You need to find the grail. It can turn you into a dragon.
You need to find the grail. It can turn you into a dragon.
You need to find the grail. It can turn you into a dragon.

Now that I have the fairy dust, how do I use it?

You need to find the grail. It can turn you into a dragon.
You need to find the grail. It can turn you into a dragon.
You need to find the grail. It can turn you into a dragon.

I get lost in a desert! Is there anything out there? Does it ever end?

You need to find the grail. It can turn you into a dragon.

You need to find the grail. It can turn you into a dragon.

You need to find the bandits' hideout.

You will find a coin purse in the bandits' hideout.

If you spent all your money, then tough luck!

I'd be careful of him if I were you!

You will never get past him.

You have to find another way to board the ship. Go in the tavern.

You need magic here.

One of the magic spells can help you.

You need to turn into an eagle.

If you turn into an eagle, you can kill the spider.

You have to keep your eyes peeled for eagles.

Occasionally an eagle will fly across the picture.

When he does, *sometimes* he will drop a feather. You can retrieve it.

The answer is "no" to both questions.

However, you *can* "hear" pairs of animals "talking" to each other *if* you have the magic dough in your ears. They may reveal interesting information about you.

Are you sure you're not thinking of *The Black Cauldron*...?

Tricked you again! Yes, that's right, this is a fake question!

If you want to know how to use fairy dust, play *The Black Cauldron* adventure game!

Don't enter the desert maze. Only if you're extremely lucky can you escape it.

No, there is nothing out there, and it does not ever end. Don't go there.

How can I get the mud from the stream?

The mud is quite muddy water. You can't get it out. You can't get it out.

You can't get it out of the mud. You can't get it out of the mud. You can't get it out of the mud.

Okay, I'm stumped! Where do I find a thimbleful of dew?!

Well, there's that hole at the base of the tree.

Where do you usually find dew?

You can find a thimbleful in the thimble. You can find a thimbleful in the thimble.

You can find dew in the thimble. You can find dew in the thimble. You can find dew in the thimble.

If I swim too far into the ocean I drown. Can I get across it?

Yes, it is possible to cross the ocean.

But not this way. You need to find another way.

How do I find it?

I see acorns on the ground below a large oak tree, but I can't seem to find any dried ones.

There's no way to get acorns in the ground. You can't get acorns in the ground.

You can't get acorns in the ground. You can't get acorns in the ground. You can't get acorns in the ground.

I looked into the hole at the base of the large oak tree, but didn't see anything. Is there any significance to the hole?

Yes, there's a hole at the base of the tree.

By using something like a hole, you can find a hole.

You can find a hole. You can find a hole. You can find a hole.

I want to get a cactus in the desert, but they are all too thorny.

There is a cactus that you can get.

It's a cactus that you can get. It's a cactus that you can get. It's a cactus that you can get.

I can't find mistletoe *anywhere*!

There's no way to find mistletoe.

The magic spell recipe calls for a "spoonful of mud." You need a spoon.

You need a spoon to get the mud. You can find a spoon in the kitchen of the wizard's house.

Well, Mama Bear likes to sew...

Where do you usually find dew?

You can find a thimble in the Three Bears' house.

You can find dew in the flowers of Mama Bear's flower garden.

Yes, it *is* possible to cross the ocean.

But, *not* this way. You need to find another way.

Look for a ship.

Move around. Try to "get" acorns in different areas.

You can only find the right kind of acorns in one spot. Keep moving around until you hit that spot.

Yes, indeedy, there is.

Try doing something else besides "looking" into the hole.

"Reach" into the hole. You'll discover something!

There is a cactus that you can get.

In each desert room, "look" at the cactus. In one place, you will find an unusual cactus. You can get it.

Mistletoe grows on trees.

The mistletoe is on a tree below the seaside town.

You're right. There *is* supposed to be a ship!

But, the ship will not come until later in the game.

You need to do something to trigger the ship to come.

The ship will not come until you've met the oracle.

No. That won't help.

The wizard will find you.

You need to get rid of the wizard first.

You can encounter the pirate captain only in his sleeping quarters. Sometimes he's there, sometimes he's not, and sometimes he'll walk in and surprise you! He's not very nice; it's best to avoid him.

You may run into other pirates on the ship. Be careful where you go and be prepared for a quick getaway. If they catch you, you may have to walk the plank!

You will notice a couple of mice in the cargo hold of the ship. Hopefully you have the magic dough in your ears, for they'll give you some very important information. "Listen" to them.

Have you tried exploring every room on the ship? Be observant. You might notice an obvious hiding place.

Your possessions are in the captain's quarters.

Your possessions are hidden in the chest in the captain's quarters.

Be patient. Keep trying.

The captain is not *always* in his quarters. Sometimes you can enter it and he won't come. Save your game first!

See the rope ladder? See the big crate below it? If you could only get on the big crate...

You have to find out how to get into the crew's quarters without getting caught.

There are two ways to do this. You can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters.

The pirates made me walk the plank! How can I avoid this?

By avoiding them.

There are two ways to do this. You can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters.

I want to explore the crew's quarters, but a pirate keeps nabbing me!

Keep trying. You can see a secret door that leads to the crew's quarters.

There are two ways to do this. You can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters.

Can I ever explore the galley?

If you do the right thing, then yes. You can explore the galley.

Let me see what the galley is like. If you do the right thing, then yes. You can explore the galley.

You can see a secret door that leads to the crew's quarters.

Can I ever get into the crew's nest at the top of the mast?

No, you can't.

You can see a secret door that leads to the crew's quarters.

I keep falling off the rope ladder!

Oh, I see. You can see a secret door that leads to the crew's quarters.

You can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters.

I jumped off the ship and found myself in the middle of the ocean. Eventually I drowned. What did I do wrong?

You can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters.

You can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters.

You can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters. Or you can see a secret door that leads to the crew's quarters.

The pirates make me mop the deck! I hate mopping decks!

Oh, I see. You can see a secret door that leads to the crew's quarters.

You need to find something to help you get onto the big crate below the dangling rope ladder.

You can find a small box in the hold. Get it and set it next to the large crate below the dangling rope ladder. Jump on the small box, then jump on the large box. Then, jump to the ladder.

By avoiding them!

Seriously, that's the answer. You need to avoid them whenever possible. Make sure you have a couple of "saved games" here.

Keep trying. Sometime he may not be there.

There are times when the pirate is not there. Then you can explore that area. Save your game first!

If you do the right thing, then yes, you can explore the galley.

You can only explore the galley if you put the pirates to sleep with the "sleep" spell.

You won't find anything of interest there, though.

No, never!

There's nothing of interest in there, anyway.

Go slower, my dear. Take your time.

Put yourself in "slow" or "normal" mode to climb up or down the rope ladder. Type in "slow" or "normal" and you will slow down a little bit. Then, be very careful about getting on and off the ladder.

The problem is, you jumped off in the middle of the ocean! You need to be closer to land.

Don't jump off the ship until you get a clue that land may be near.

It's not wise to jump off the ship until you get a clue that land is near. However, if you *do*, and you happen to have the magic stone, then you can use it to "poof" yourself back onto the ship.

Gotcha again! Trick question!

How do I know when to leave the ship? Does it ever get to land?

How do I know when to leave the ship? Does it ever get to land?

How do I know when to leave the ship? Does it ever get to land?

How can I escape the pirate ship?

How can I escape the pirate ship?

Can I do anything with the mice in the hold? Can I catch them?

Can I do anything with the mice in the hold? Can I catch them?

How do I know when to leave the ship? Does it ever get to land?

Small Beach and Mountain Range

Characters you may encounter here:

1. Pirate on the beach

Pirate on the beach

2. Shark

Shark

3. Abominable snowman

Abominable snowman

What does the magic crab do?

What does the magic crab do?

Believe me, you'd rather they made you mop the deck than what they *really* do to you!

Yes. Eventually, it will come to land.

You will hear the pirates shout "Land ho." That is one way to know that you are near land. A little later, you will hear "drop anchor." Then you know you are there.

If you have the magic map, another way to monitor your progress is to periodically "look" at it. You will see a tiny ship (which is you), travelling across an ocean toward land. When that tiny ship reaches the land, you are there!

One way is to jump off the ship from the lower deck.

Another way is to turn yourself into an eagle or a fly and fly off the ship.

The best way is to put the pirates to sleep using your "sleep" spell and then jump off the ship.

No, you cannot catch them. But, they *are* important.

It is important that you "listen" to them "talk."

If you have the magic dough in your ears, then you can "hear" them "talk" to each other. They will give you some *very* important information.

When you "hear" the mice "talking," via your magic dough, you will learn of a buried treasure chest. The mice will tell you where to find it. NOTE: if you do *not* "hear" the mice tell you this, then you cannot find the treasure chest.

If you escaped the ship without putting the pirates to sleep first (using the magic sleep spell), then you will run into one of them on the beach. The only thing you can do is avoid him.

You can't do anything with the shark. He's just a pest. I wouldn't go in the water, though, if I were you!

You will meet him in the snowy reaches of the mountains. He will not be kind to you, to say the least! You need to figure out a way to get past him.

What magic crab? Is there a magic crab?

That's right. You did it again. You fell for another fake question!

I have a shovel and find that I can "dig" holes on the beach.
What am I digging for, and where is it?

I want to go swimming from the beach. Can I get rid of the shark?

Help! Help!

I don't know how to get rid of the shark.

And I can't see the shark. How can I know he's really there?
Where is he?

I have a shovel and find that I can "dig" holes on the beach.
What am I digging for, and where is it?

A shark! Can he be so close and I can't see him? How can I know?

Is he just "phantom" or is he real? I know he's real, but how
can I see him? He's so close, but I can't see him. How can I know?

How can I know he's real? I know he's real, but how
can I see him? He's so close, but I can't see him. How can I know?

A pirate is on the beach! Now what do I do?

Help! Help!

Is the pirate real? I know he's real, but how can I know?
Is he just "phantom" or is he real? I know he's real, but how
can I see him? He's so close, but I can't see him. How can I know?

Help! I keep falling off the narrow path in the mountains!

How can I know how to get off the narrow path?

How can I know how to get off the narrow path? I know he's real, but how
can I see him? He's so close, but I can't see him. How can I know?

Okay! I give up! How do I get past the abominable snowman?

How can I know how to get past the abominable snowman?

How can I know how to get past the abominable snowman? I know he's real, but how
can I see him? He's so close, but I can't see him. How can I know?

How can I know how to get past the abominable snowman?

How can I know how to get past the abominable snowman? I know he's real, but how
can I see him? He's so close, but I can't see him. How can I know?

How can I know how to get past the abominable snowman? I know he's real, but how
can I see him? He's so close, but I can't see him. How can I know?

There is no magic crab in this game! In fact, I've never even *heard* of a magic crab!

I'm afraid not.

There's no way to get rid of the shark.

But, look on the bright side, there's no reason to swim in the ocean again!

It shouldn't be hard to figure out what you're digging for...buried treasure!

If you had "listened" to the mice "talking" in the hold of the ship, (via the magic ear dough), then you would have learned where the treasure is buried.

The treasure is buried five paces to the east of the lone palm tree on the small beach. Walk in "slow mode" to be able to easily count your steps. Then dig.

Nothing. Run!

At this point there is nothing that you can do but try to avoid him.

If you had put the pirates to sleep on the ship using the magic "sleep" spell, you would not encounter a pirate here. But now, there's nothing that you can do about it.

This is another place that you would want to go slower.

Put yourself in "slow mode" by typing in "slow." Now you will go slower along the path.

You need magic to accomplish this.

Look at the magic spells and see if any of them might work to help you past him.

You could try to "poof" past him using your magic stone.

Or, you could try to fly past him by turning yourself into an eagle or a fly.

If you do not have a magic stone, and you used up all your magic rose essence, then you have no way of getting past the snowman. You're stuck!

As with other tricky maneuvering places, you need to put yourself in "slow mode" to climb down this cliff.

Put yourself in "slow mode" by typing in "slow." This will slow you down. Now, *carefully* climb down the cliff. Save your game first!

This is our old friend, the gnome, from the original *King's Quest* game. You will find him friendly. He will tell you what's been happening in Daventry, and what you have to do.

This is a *very* dangerous dragon. If you're not extremely careful you will be torched to death! He holds your sister, Princess Rosella, captive. You need to kill the dragon and rescue the girl.

She is really your long-lost sister. The dragon holds her captive. You need to rescue her from the dragon by killing him.

You don't meet them until the *very* end of the game. You have a very happy reunion with your long-lost parents.

No. The mountains are too steep here.

Not any more.

It did in the original *King's Quest*.

But not in this game.

Talk to the gnome.

If you talk to the gnome, he will tell you what's been happening around Daventry.

You need to do something first.

You need to rescue your sister, Princess Rosella, first.

You need to kill the dragon and rescue Princess Rosella first.

I see the Princess tied to a stake, but I can't get to her! The dragon burns me to death!

Princess: I see dragon, too. Yes.

Dragon: I see you, too. You dragon.

I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon.

Can the dragon be killed - yes or no?

Well, I figured out how to get around the dragon, but now I'm stuck. How do I free the Princess without him noticing?

Princess: I see dragon, too. Yes. I can see you, too. You dragon.

Dragon: I see you, too. You dragon.

I can see you, too. You dragon. I can see you, too. You dragon.

I can see you, too. You dragon. I can see you, too. You dragon.

I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon.

Okay, I've got the Princess and she's following me. Now what?

Princess: I see dragon, too. Yes. I can see you, too. You dragon.

The Magic Spells

1. Understanding the language of creatures

I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon.

2. Flying like an eagle or a fly

I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon.

3. Teleportation at random

I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon.

4. Causing a deep sleep

I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon. I can see you, too. You dragon.

Problem is - the dragon *sees* you.

You have to sneak past the dragon.

Turn yourself invisible by using the invisibility ointment. If you don't have it, then too bad!

Yes.

You can't free the Princess without him noticing. You have to kill him.

You have to use magic to kill the dragon.

One of the magic spells will kill the dragon.

If you create a storm here, lightning will kill the dragon.

If you don't have the storm brew, then I'm afraid you're out of luck. Without it, you can't kill the dragon and you can't rescue the Princess.

Now...go home! Go meet the folks! Congratulations!

Throughout this game you will encounter pairs of animals. If you have prepared this magic spell, then you will be able to understand their "talk." They will tell you important information about yourself and the game.

You will encounter instances where it would be handy to be an eagle or a fly. It could be useful to avoid bad characters, or to escape from somewhere. Hint - did you know that eagles *hate* spiders? Beware - you only have enough magic essence for transforming three times!

Or, as it's known around Sierra, the "poofing spell." You can use this spell to escape quickly from a bad situation. It might help you get past the abominable snowman. NOTE, this spell will only "poof" you around the region you are currently in.

This spell will only work in one place, and it has to be a dank, dark place. Hint - the cargo hold of the pirate ship is a dank, dark place. When you perform this spell, you will put others around you to sleep.

5. Transforming another into a cat

There are a number of factors that may be responsible for the high prevalence of non-employment in the sample. First, the sample is drawn from a population of young people who are not employed, and this may lead to a higher prevalence of non-employment. Second, the sample is drawn from a population of young people who are not employed, and this may lead to a higher prevalence of non-employment. Third, the sample is drawn from a population of young people who are not employed, and this may lead to a higher prevalence of non-employment.

6. Brewing a storm

[illegible]

7. Becoming invisible

From the 1970s onwards, the number of people who were employed in the public sector has increased. This was mainly because the state had to provide for the needs of a growing population, which was also becoming more educated.

After the End of the Game

CAUTION: Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

Did you...

2020年12月15日

...and the *Journal of the American Medical Association* (JAMA) has been the most widely cited journal in the field of medicine for over 100 years.

And the stars, being all in the same distance, are all seen behind the others.

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What do the two graphs have in common?

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These data suggest that the use of the *in vitro* model for the study of the effects of the chemical on the *in vivo* system is not only feasible but also useful. The *in vitro* model can be used to study the effects of the chemical on the *in vivo* system in a more controlled manner and to identify the mechanisms of the effects of the chemical on the *in vivo* system.

○ 2010 年 12 月 1 日，本公司与上海浦东发展银行股份有限公司（以下简称“浦发银行”）签订了《授信额度协议》，授信额度为人民币 10 亿元，期限自 2010 年 12 月 1 日起至 2012 年 12 月 31 日止。授信额度内，授信利率按照浦发银行同期同档次基准利率上浮 10% 执行。授信额度内，授信期限按照浦发银行同期同档次基准利率上浮 10% 执行。授信额度内，授信期限按照浦发银行同期同档次基准利率上浮 10% 执行。授信额度内，授信期限按照浦发银行同期同档次基准利率上浮 10% 执行。

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Source: <http://www.bls.gov/news.release/whs.wk1.z0.htm>, accessed 12/10/2014.

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1. *Journal of the American Medical Association*, 2000; 284: 2689-2695.

To turn someone else into a cat, you need to get that individual to eat your "cat cookie." The only one who will do that in this game is the wizard. But first, you need to hide it in some other kind of food.

Be careful creating storms. It can be fatal if you do it in the wrong place! If you try to create a storm *inside*, you will die. If you try to create a storm on the ship, you will die. Anywhere *outside* should be okay. Use it to kill a formidable opponent.

This invisibility ointment only works in a place where there's both fire and mist. You only have enough for *one* application. If you use it in a wrong place, you will waste it.

make *all* the magic spells?

take *all* the food from the kitchen?

find the magic map? (It's in the wizard's bedroom, in the closet, behind the clothes.)

overhear the bandits reveal the whereabouts of their hideout in the tavern? (Be a fly in the tavern.)

fly into the hole at the bottom of the big oak tree as a fly?

find the shovel on the ship? (It's lying right next to the lifeboat.)

find the buried treasure? (First, you need to "hear" the mice "talk" about it; second, you need to put the pirates to sleep with the "sleep spell;" and third, you need to have the shovel.)

escape the pirate ship by: turning yourself into an eagle or a fly, jumping off the ship, or putting the pirates to sleep with the "sleep spell?"

get past the abominable snowman by: "poofing" past him using the magic stone, or flying past him as an eagle or a fly?

look behind the tapestry in the wizard's hallway?

"talk" to the black cat after the magic dough is in your ears?

lie down on Baby Bear's bed?

sit in Baby Bear's chair?

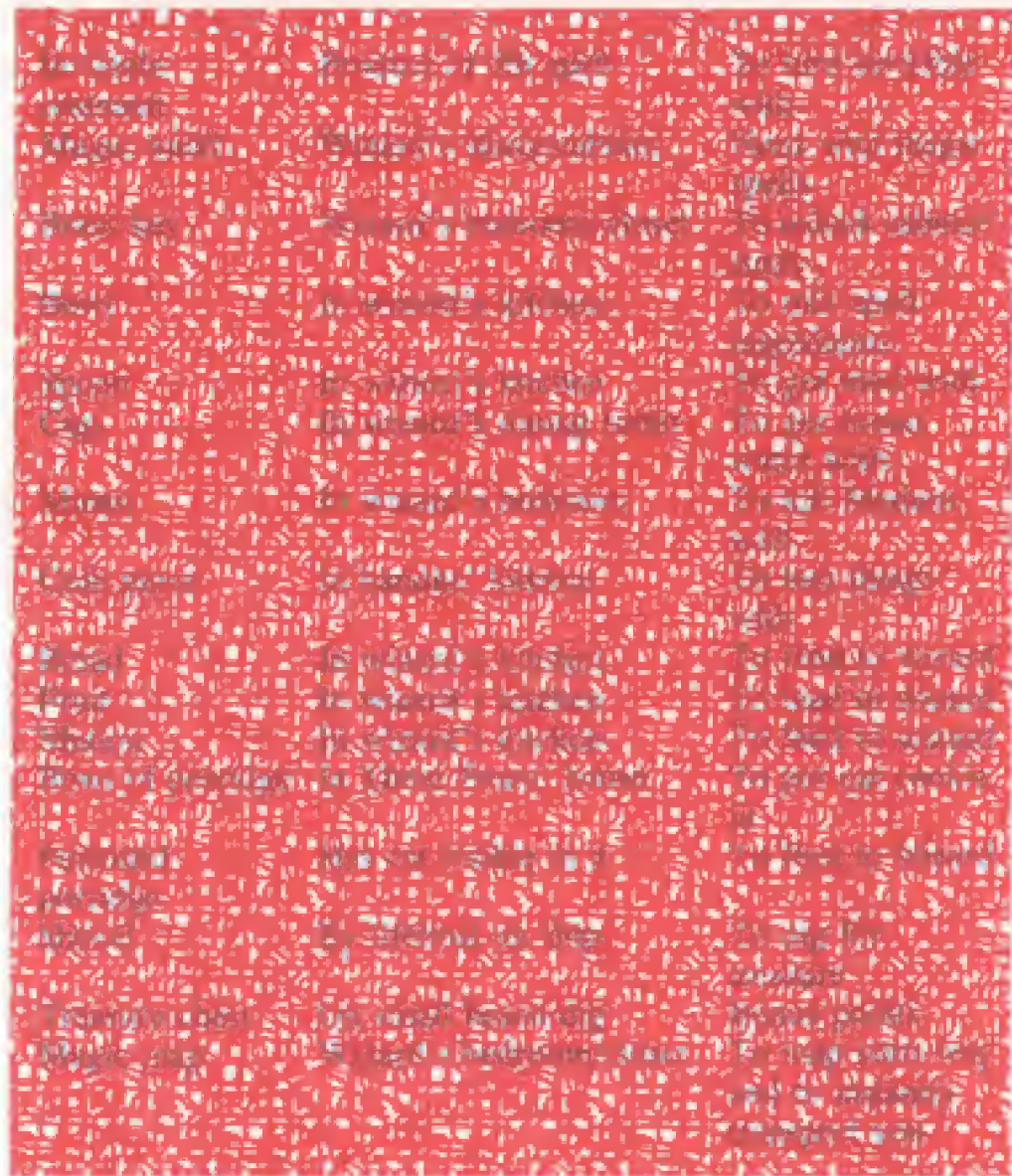
Obtaining the cup	1
Obtaining the spoon	1
Obtaining the knife	1
Obtaining the mutton	1
Obtaining the fruit	1
Obtaining the bread	1
Obtaining the bowl	1
Obtaining the fly wings	1
Obtaining the mirror	1
Finding the brass key	3
Obtaining the rose petal essence	1
Finding the magic map	7
Finding the magic wand	4
Discovering the lever in the wizard's study	5
Obtaining the saffron	1
Preparing magic rose essence spell	10
Obtaining the porridge	2
Obtaining the mistletoe	1
Overhearing the bandits in tavern as a fly	3
Fly in hole at bottom of oak tree as a fly	5
Pulling on the rope in the oak tree	3
Finding the bandits' hideout	2
Finding the coin purse	4
Buying the lard in the store	1
Buying the salt in the store	1
Buying the pouch in the store	1
Buying the fish oil in the store	1
Obtaining the dog hair	1
Obtaining the cat hair	1
Obtaining the mandrake root powder	1
Preparing the "cat cookie" spell	10
Discovering hiding place under Gwydion's bed	4
Turning wizard into a cat	12
Obtaining the thimble	1

Obtaining the dew	1
Obtaining the acorns	1
Turning Medusa to stone	5
Obtaining the cactus in the desert	1
Obtaining the snakeskin	1
Obtaining a spoonful of mud	1
Obtaining a cupful of ocean water	1
Obtaining the eagle feather	2
Killing the spider	4
Obtaining the amber stone	3
Obtaining the chicken feather	1
Obtaining the fish bone powder	1
Obtaining the nightshade juice	1
Obtaining the toadstool powder	1
Obtaining the toad spitile	1
Preparing the magic dough spell	10
Preparing the magic stone spell	10
Preparing the sleep powder spell	10
Preparing the storm brew spell	10
Preparing the invisibility ointment spell	10
Giving the money to the pirates	3
Boarding the ship	2
Finding your way out of the hold	2
Finding your stolen possessions on the ship	3
Obtaining the shovel	1
Escaping the pirate ship	5
Finding the buried treasure	7
Getting past the abominable snowman	4
Killing the dragon	7
Rescuing the Princess	3
Entering the castle at end of game	4

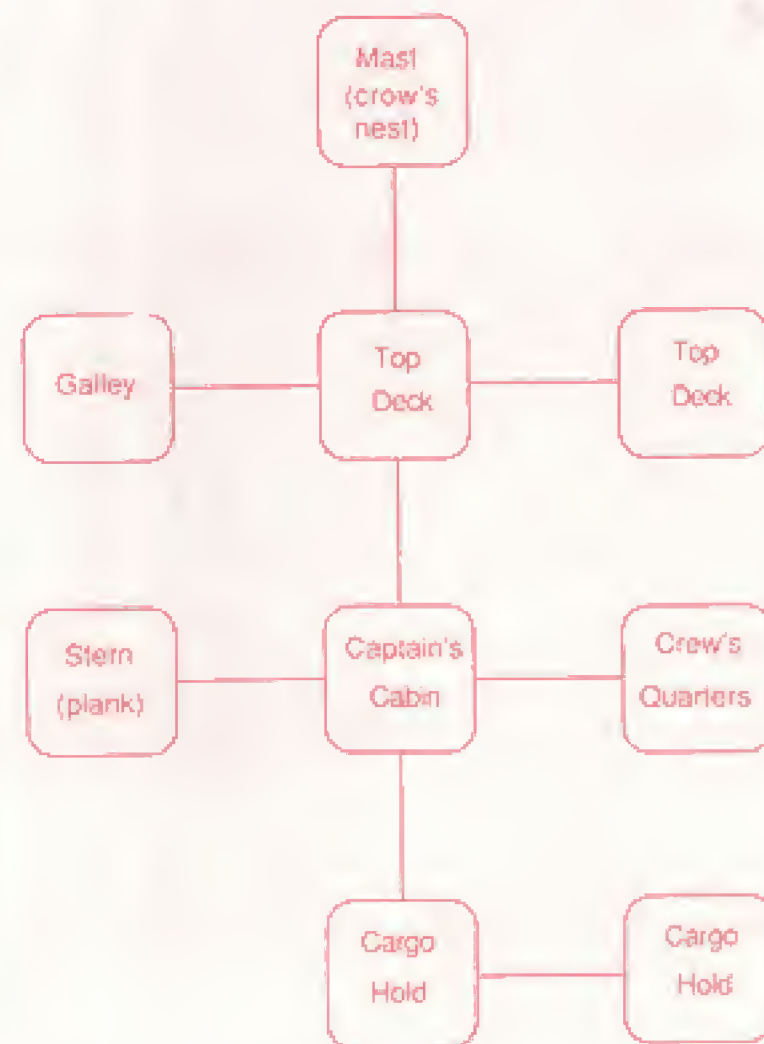
[illegible]

Chicken feather	On a chicken	Ingredient in 1st spell
Dog hair	On a dog	Ingredient in 1st spell
Snakeskin	In desert on ground	Ingredient in 1st spell
Powdered fish bone	In wizard's lab	Ingredients in 1st spell
Thimble	In Three Bears' house	To put dew in
Dew	In Three Bears' garden	Ingredient in 1st spell
Magic dough pieces	Product of 1st spell	To "hear" animals talk
Eagle tail feather	In Llewddor on ground	Ingredient in 2nd spell
Fly wings	In wizard's tower	Ingredient in 2nd spell
Saffron	In wizard's lab	Ingredient in 2nd spell
Rose petal	In wizard's bedroom	Ingredient in 2nd spell
Magic rose essence	Product of 2nd spell	To "fly" as eagle or fly
Salt	In the store	Ingredient of 3rd spell
Mistletoe	In tree south of town	Ingredient of 3rd spell
Amber stone	In oracle's cave	Ingredient of 3rd spell
Magic stone	Product of 3rd spell	To "poof" from danger

Nightshade juice	In wizard's lab	Ingredient of 4th spell
Acorns	Under oak tree/ground	Ingredient of 4th spell
Empty pouch	In the store	Ingredient of 4th spell
Sleep powder	Product of 4th spell	To put others to sleep
Mandrake root	In wizard's lab	Ingredient of 5th spell
Cat hair	On a cat	Ingredient of 5th spell
Fish oil	In the store	Ingredient of 5th spell
Cat cookie	Product of 5th spell	To turn someone into a cat
Ocean water	In the ocean	Ingredient of 6th spell
Mud	In the stream	Ingredient of 6th spell
Toadstool	In wizard's lab	Ingredient of 6th spell
Empty jar	Empty fish oil jar	Ingredient of 6th spell
Storm brew	Product of 6th spell	To create a storm
Toad spittle	In wizard's lab	Ingredient of 7th spell
Lard	In the store	Ingredient of 7th spell
Knife	In wizard's kitchen	Cut cactus in 7th spell
Cactus	In desert by big rock	Ingredient in 7th spell

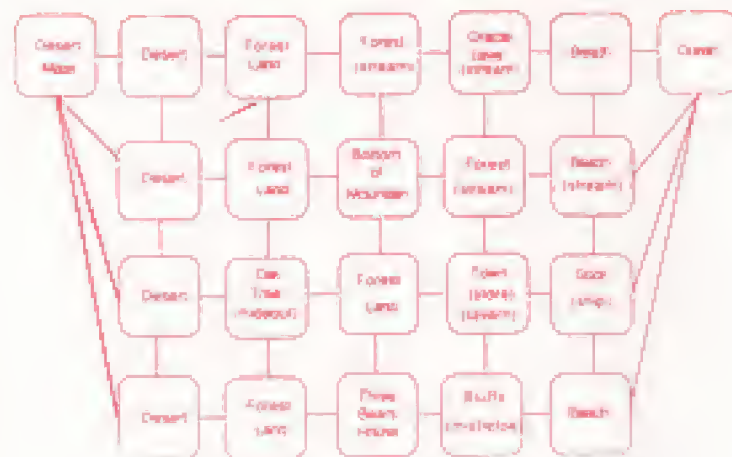


Pirate Ship



Invisible ointment	Product of 7th spell	To turn invisible with
Magic wand	Wizard's study/cabinet	Need with magic spells
Brass key	Wizard's bedroom/closet	To unlock cabinet/study
Bowl	In wizard's kitchen	To mix spell ingredients
Spoon	In wizard's kitchen	To get mud with
Cup	In wizard's dining room	To get ocean water with
Mirror	In wizard's bedroom	To kill Medusa with
Coin purse	In bandits' hideout	To buy things with
Bread	In wizard's kitchen	To feed to wizard
Fruit	In wizard's kitchen	To feed to wizard
Mutton	In wizard's kitchen	To feed to wizard
Bowl of porridge	In Three Bears' house	To put cat cookie in
Poisoned porridge	Has cat cookie in it	To feed to wizard
Shovel	By lifeboat on ship	To dig for treasure
Treasure chest	On small beach/dig	Bonus points
Magic map	Wizard's bedroom/closet	To map your way and to instantly transport you

Countryside of Llewddor



Kingdom of Daventry



Small Beach and Mountain Range



Wizard's House





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UPC code of product purchased: 020626

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| <input type="checkbox"/> Comp USA | <input type="checkbox"/> Micro Center | <input type="checkbox"/> Software Etc. |
| <input type="checkbox"/> Computer City | <input type="checkbox"/> Micro Warehouse | <input type="checkbox"/> Target |
| <input type="checkbox"/> Costco | <input type="checkbox"/> Montgomery Ward | <input type="checkbox"/> Toys R' Us |
| <input type="checkbox"/> Egghead | <input type="checkbox"/> Sam's Wholesale | <input type="checkbox"/> Walmart |
| <input type="checkbox"/> Other: <input type="text"/> | | |

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| <input type="checkbox"/> Super NES | <input type="checkbox"/> Sega Genesis | <input type="checkbox"/> Sega CD |
| <input type="checkbox"/> Other: <input type="text"/> | | |

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